GLADSTONE

NO. 536 95¢ FEB
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WALT DISNEY'S COMICS AND STORIES

COMICS COMMENTS

P.O. Box 2079, Prescott, AZ 86302

Dear Editor,

I very much enjoy your comics, and I recently purchased **WDC&S** 534. Volker Reiche's story, "Master Animal Trainer," was delightful. At first, I was unsure about the European stories, but that's in the past.

Also, I must comment on the cover. The art is nice, but now I notice you are using more background colors. Normally I don't pay attention to the colors, but it overwhelmed me. Please keep doing this!

Al Hubbard's art is tremendous. Please keep printing his work, too.

I also have a few questions. I have a copy of **WDC&S** 487, which reprints a Barks 10-pager from 1949 (**WDC&S** 108). The unusual part of the story was that it contained the appearance of a human ("dog-faces" also appear). Is this the first Barks story to feature a human? I know there were others: "Big Top Bedlam" (**DD** 261), "Dangerous Disguise" (**DDA** 2). Were there more?

My other question is based on the "stories," the source of the name for **WDC&S**. In **WDC&S** 487, there is a reprint of a **story—written** words—entitled "The Supercharged Hero." It contains a panel of art (appears to be Paul Murry) with a written story below it. I would like to know who wrote it, and if you could print more of them in **WDC&S**? My father tells me they appeared in every issue of **WDC&S** in the late '40s and early '50s.

Kurt S. Berge
Sioux City, IA

The first published humans in a Barks Disney story appeared in "Voodoo Hoodoo" (*Donald Duck* Four Color 238). It reached the stands a month before *WDC&S* 108. (By the way, the human waiter in the *WDC&S* story appears to be a self-caricature of Barks.)

We don't know who wrote the text piece you mention. They used to be included in the comics only because the post office required at least one page of text in each issue before granting second class mailing privileges. That is no longer the case, and we probably won't print any as they were generally ignored by kids for decades.

Dear Editor,

The cover of **WDC&S** 534 deserves special mention, though. Who is Russell Schroeder? His cover is refreshingly different and quite eye-catching. I also must comment on the exquisite coloring of the cover—especially the "tufts" of grass and the "boards" on Mickey's cart. All the shadings and color tones are exceptionally rich and beautifully done. Praises to all!

Now I have a couple of requests:

1. Please give us more of **Bucky Bug**!
2. Will you ever publish the third and last Mickey Mouse adventure where cartoon Mickey is mixed in with real-life humans?
3. Will Gladstone ever publish **Little Lulu** comics?

Thanks for listening and keep up the good work—especially more Russell Schroeder covers!

Patrick M. Premo
Allegany, NY

Russell Schroeder is a character design illustrator at Walt Disney World in Florida. The color for the cover was painted by a company called Olyoptics from color guides devised by Gary Leach.

As for your other questions: OK, probably not, and could be.

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This Issue's Credits.

Front cover by Daan Jippes.

Donald Duck in "A Ring for Donald," written and drawn by Daan Jippes, additional dialogue by Byron Erickson, colored by Sue Daigle.

Chip 'N' Dale in "Sleepy Time," art by Jack Bradbury.

Winnie the Pooh gag written by Don Ferguson, penciled by Richard Moore, inked by Larry Mayer, colored by Sue Daigle.

Gyro Gearloose in "Duckburg's Day of Peril," written and drawn by Carl Barks.

Mickey Mouse in "The Crystal Ball Quest," story by Carl Fallberg, art by Paul Murry.

Scamp in "The Noisy Bone," art by Al Hubbard.

Donald Duck back cover gag by Bob Foster and Frank Smith.

NEXT ISSUE ON SALE DECEMBER 13th!

Walt Disney's Comics and Stories (ISSN 0894-5284) No. 536, February 1989. Published monthly except January and May by Gladstone Publishing, Ltd., 212 S. Montezuma, Prescott, AZ 86303. **Second class postage paid at Prescott, AZ and additional mailing offices.** Copyright © 1988, 1984, 1983, 1961, 1958, 1957 by The Walt Disney Company. All rights reserved. Nothing herein contained may be reproduced without the written permission of The Walt Disney Company, Burbank, California. Annual subscription rate $9.50 for ten issues, $11.50 Canadian and foreign, payable in U.S. funds. Printed in the U.S.A. **Postmaster: send address changes to Walt Disney's Comics and Stories, P.O. Box 2079, Prescott, AZ 86302.**

Walt Disney presents

Donald Duck

FALL IS HERE, AND ON THE SHORES OF DESOLATE LAKE LACUNA...

PAY ATTENTION, UNCA DONALD!

IT'S OUR SERVE NOW!

H 85168

THE BALL'S HEADING RIGHT TOWARDS YOU!

ALL YOU HAVE TO DO IS HIT IT BACK!

IT'LL BE A CINCH!

FLAP!

ARE YOU OKAY, UNCA DONALD?

?SIGH! I TOLD YOU KIDS THAT IT WAS *NO USE* EVEN TRYING!

AW, COME ON! YOU CAN TRY AGAIN!

THAT WAS JUST AN UNFORTUNATE ACCIDENT!

IT DOESN'T MEAN A THING!

ALL RIGHT! ALL RIGHT! I'LL SERVE THE BALL!

POING!

UH-OH!

OOF!

I'LL GET THE BALL!

WUP!

OUCH!

RATS! I GOT SAND IN MY EYES! BUT I CAN STILL SEE THE BALL! IT'S NEAR THAT SIGN!

IF ONLY WE COULD PUT A STOP TO THIS ENDLESS STRING OF *BAD LUCK* UNCA DONALD'S BEEN HAVING!

I WONDER WHAT'S NEXT?

GULP!

HOLD ON, UNCA DONALD!

DANGER QUICKSAND

DONALD TAKES ANOTHER CRACK AT SERVING...

ONLY BECAUSE YOU KIDS INSIST...

MEANWHILE, OVERHEAD...

WE'LL HAVE TO DROP A SAND-BAG TO CLEAR THE MOUNTAINS!

DROP AWAY! IT'S *SO DESERTED* OUT HERE, IT *CAN'T* POSSIBLY DO ANY DAMAGE!

UNCA DONALD!

BOUNCE

BOUNCE

BOUNCE

I GIVE UP, BOYS! I'D BETTER GO BACK INSIDE... AND STAY THERE!

NO MAIL, EITHER!

R-RIP!

DONALD DUCK

WATCH YOUR STEP! REMEMBER, YOU CRASHED THROUGH THAT BOARD YESTERDAY!

I SEE IT!

WHAP!

÷SOB!÷

THE LONGER THIS BAD LUCK STREAK GOES ON, THE *WORSE* IT GETS!

AND IT WAS BAD ENOUGH BACK IN DUCKBURG WHEN DAISY JILTED HIM AND HE LOST FOUR JOBS IN THREE DAYS!

FACE IT! WE'LL BE MAROONED OUT HERE UNTIL UNCA DONALD'S LUCK CHANGES...

...BECAUSE HE'S AFRAID OF WHAT MIGHT HAPPEN TO HIM IN A BUSY CITY! *ESPECIALLY* AFTER THAT INCIDENT WITH THE COAL TRUCK!

÷SIGH!÷ THIRTY YEARS AGO, LAKE LACUNA WAS A BOOMING VACATION RESORT FOR THE RICH!

BUT NOBODY COMES HERE ANYMORE... EXCEPT US! IT'S JUST AS DESERTED IN THE HIGH SEASON!

WHAT I WOULDN'T GIVE TO BE BACK IN DUCKBURG!

WE'VE *GOT* TO DO SOMETHING TO GET UNCA DONALD BACK ON TRACK!

BUT WHAT? HIS SELF-ESTEEM HAS TAKEN SUCH A BEATING...

...IT WOULD TAKE A *MIRACLE* TO CHEER HIM UP!

HE'S SO DEPRESSED NOW, HE'S AFRAID TO TRY ANYTHING!

BUT IN LIFE, WHEN YOU KICK THE BALL AND YOU DON'T LIKE WHERE IT LANDS...

...YOU HAVE TO KICK IT AGAIN!

POOF!

SOMETHING *SHARP* WENT RIGHT THROUGH THE RUBBER!

HERE'S WHAT DID IT-- AN *EXPENSIVE* LOOKING *RING!*

LET ME SEE THAT!

WOW! THIS IS THE FAMOUS "TRINKETTO CORNUCOPIA"-!!! THE HORN OF PLENTY, LOST FORTY YEARS AGO!

YEAH! THE GOOD LUCK CHARM WORN BY RUDOLPHO RAVISHINO, THE FAMOUS MOVIE STAR!

I BET *HE'D* LIKE TO GET IT BACK!

HE ALWAYS CREDITED THE RING FOR HIS *SUCCESS!*

BUT EVER SINCE HE LOST IT IN THIS LAKE BACK IN THE '40'S, HIS CAREER HAS GONE *NOWHERE!*

HE'LL PROBABLY GIVE US A BIG *REWARD!*

ENOUGH TO GET UNCA DONALD ON HIS FEET AGAIN!

WE'LL FINALLY BE ABLE TO GO HOME!

WHOA! LISTEN TO THIS....

SUPPOSE *UNCA DONALD* WERE TO FIND THE RING AND RETURN IT? WOULDN'T THAT RESOLVE EVEN *MORE?*

YEAH! WE'D KILL *TWO* BIRDS WITH ONE PRECIOUS STONE!

IT WOULD SOLVE UNCA DONALD'S FINANCIAL *AND PSYCHOLOGICAL* PROBLEMS!

ALL WE HAVE TO DO IS *PLANT* THE RING SOMEWHERE 'AND LEAD HIM TO IT!

HOW ABOUT THAT HOLLOW TREE?

GREAT! AND AS FOR THE REST OF THE PLAN...

Soon...

I'D BETTER TAKE THIS NET DOWN! DON'T WANT ANY MORE ACCIDENTS!

OH, UNCA DONALD!

WE NEED YOUR HELP! HUEY LOST HIS CAP WHEN HE STUCK HIS HEAD INSIDE A HOLLOW TREE...

...AND ONLY *YOUR* ARMS ARE LONG ENOUGH TO REACH IT!

WELL, IF I BEND OVER *FAR* ENOUGH...

PLOCK!

NO CAP, BUT I FEEL SOMETHING *ELSE* IN THERE!

CRACK!

YUNCH!

BBZZZZZZZZ

BEES!

SCRAM! WE CAN GET THE RING *LATER!*

BZZZZ

EVENTUALLY...

MAYBE WE SHOULD PLANT THE RING HERE, WHERE MOTHER NATURE CAN'T INTERVENE!

RUDOLPHO *COULD* HAVE LOST IT HERE!

THE JUNK HERE IS AT *LEAST* THAT OLD!

HERE'S AN OPENED CAN OF RAT POISON!

OPENED?!

RAT-PO

SAY NO MORE!

AND *I* KNOW WHERE TO FIND A RAT!

LATER...

ARE YOU SURE YOU DIDN'T IMAGINE SEEING A RAT?

WELL, THERE HE GOES NOW!

TOOK ME TEN MINUTES TO CATCH HIM IN THE SWAMP!

HERE'S AN OLD CAN OF RAT POISON, UNCA DON...

WE STUCK THE RING IN THERE! HE'LL FIND IT AS HE OPENS THE LID!

GRAB!

BETTER LET *ME* HANDLE THAT!

STEP ASIDE! WE CAN'T HAVE A SICK KID ON TOP OF EVERYTHING ELSE!

RAT-P

FLOP!

COFF! COFF!

THE RING! THE RING!

I SAW IT BOUNCE THAT WAY!

IT LANDED ON THE RAT'S TAIL!

CATCH HIM!

MUCH CONSTER-NATION LATER...

YOU LOOK A *LITTLE* BETTER, UNCA DONALD! SOME OF THE *BLUE* HAS FADED FROM YOUR GREEN PALLOR!

?WHEW! THERE'S LOUIE *WITH* THE RING!

?PUFF! ?PUFF! CAUGHT HIM BEFORE HE DOVE INTO THE MARSH!

WE'RE GONNA HAVE TO START BEING MORE *OBVIOUS*, MEN!

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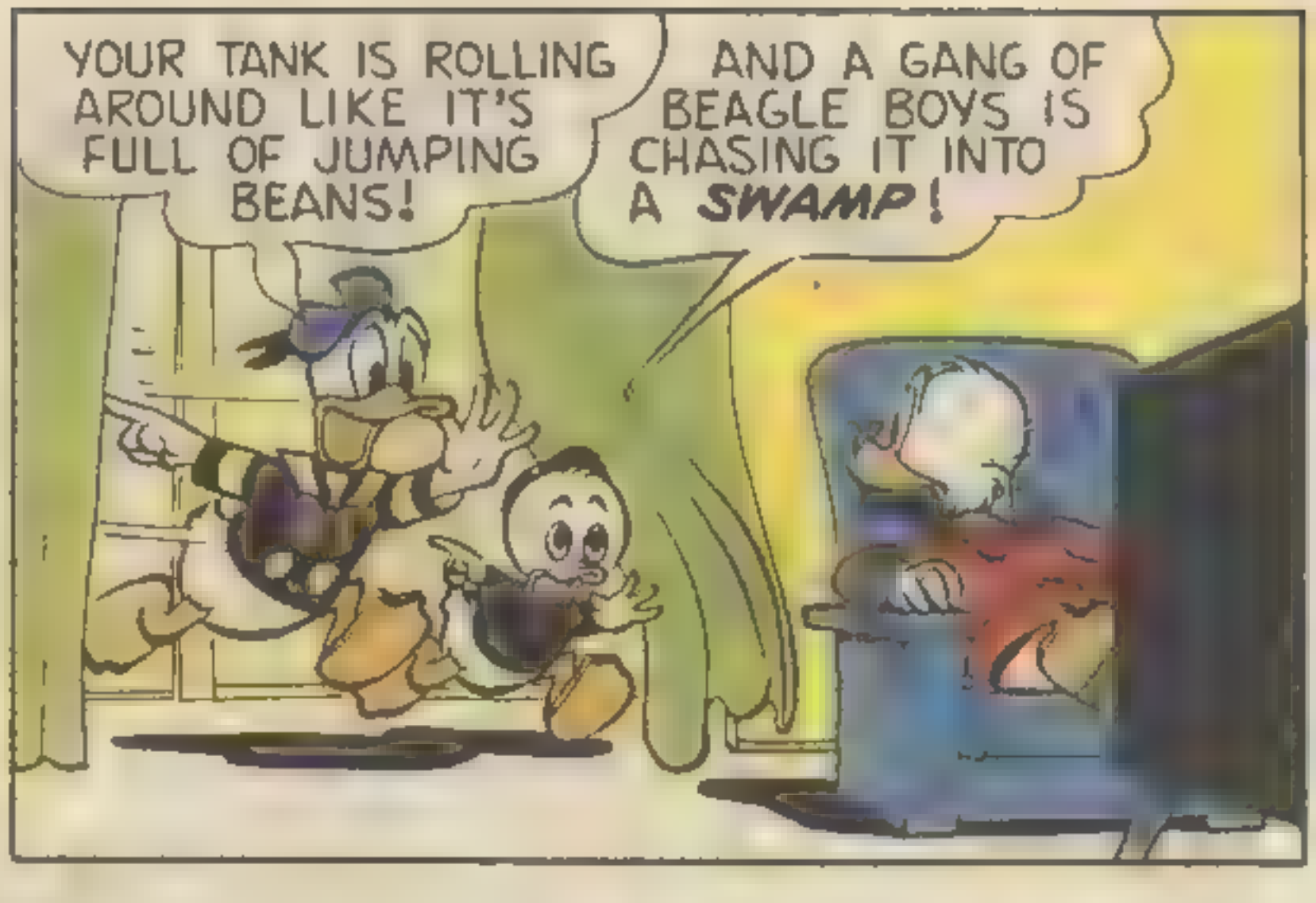
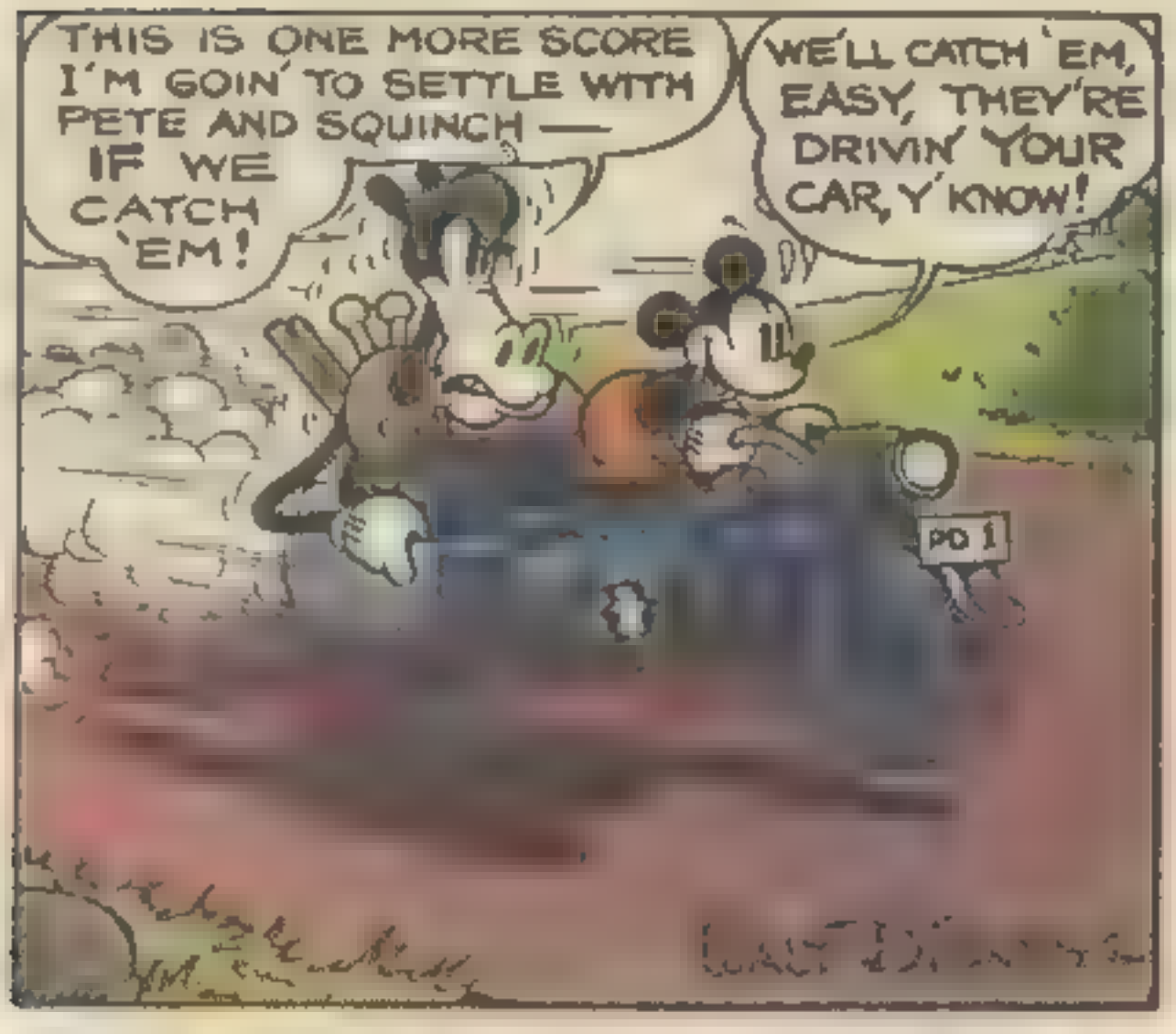
A TYPICAL DAY WITH DONALD, UNCLE SCROOGE & MICKEY...




THIS IS ONE MORE SCORE I'M GOIN' TO SETTLE WITH PETE AND SQUINCH — IF WE CATCH 'EM!
WE'LL CATCH 'EM, EASY, THEY'RE DRIVIN' YOUR CAR, Y'KNOW!
PD 1

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G 311

YEAH?

WHAT DO YOU SUGGEST?

SO FAR, WE'VE TRIED TO LEAD UNCA DONALD TO THE RING! WHAT IF WE *REVERSED* THE PLAN...

...AND DANGLED IT IN FRONT OF HIS EYES SO HE *CAN'T* MISS IT!

FISHING!!

SOON...

THIS WILL DO YOU A LOT OF GOOD, UNCA DONALD!

I SHOULDN'T HAVE BOTHERED!

SIGH! WHAT CAN I EXPECT TO CATCH?

PSST! DO IT NOW!

THAT'S UNCA DONALD'S HOOK! THE ONE WITH THE *SMALL* WORM!

THIS CATCH WILL MAKE HIM SMILE...ALL THE WAY BACK TO DUCKBURG!

GLOM!

?

I GUESS SOME FISH *ARE* ATTRACTED TO GLITTERY OBJECTS, OH WELL!

IS THAT ALL I CAUGHT? BIG DEAL!

??

DON'T WORRY! AS SOON AS HE GETS THE FISH OFF THE HOOK, HE'LL SEE THE RING!

BOYS, AS SOON AS I TAKE CARE OF THIS MINNOW I WANT TO GO HOME! THIS HAS BEEN A COMPLETE WASTE OF TIME!

LA-LA-LAAA! THINGS ARE FINALLY LOOKING UP! A CLEAR SKY...

...NO WIND. . AND THE LAKE IS AS FLAT AS GLASS!

NEED ANY HELP, UNCA DONALD?!!

YANK! YANK!

LOOK AT THAT *FISH!!!*

WHAT A *WHOPPER!*

SOME CATCH!

WOW!

AIN'T THIS A *DREAM* OF A CATCH, UNCA DONALD?

OH, SURE...

HEY! WHERE'S YOUR FISHING POLE, AND... AND...

I THREW IT ALL INTO THE LAKE-- WHAT ELSE?

GURGLE!

YOU KIDS JUST SHOWED ME HOW *REAL* FISHING IS DONE!

AND SO

IN LIFE, WHEN YOU KICK THE BALL...

...AND SEE IT DISAPPEAR OVER THE FENCE...

...YOU'D BETTER AIM FOR THE NEXT BEST THING...

...AND KICK IT *REALLY* GOOD!!

WALT DISNEY'S

CHIP 'N DALE

YIPPEE! YAHOO! I FEEL FULLA SPUNK TODAY! THIS A KEEN DAY FOR PLAYING GAMES, EH, DALE?

(SMACK!) (YAWN!) YEH, YEH!

WDC&S 218

WE START OFF BY PLAYING BALL WITH AN ACORN!

Z-Z-Z-Z-Z-

HERE YOU GO, DALE! CATCH!

Z-Z-Z-Z-Z-

BONK!

Z-Z-Z-

?

HUH?

HEY! LOOK ALIVE! WHAT A MATTER WITH YOU?

HUH? (SNIFF!) (SNORT!)

I THINK I WENT TO SLEEPY!

HOW CAN YOU GO TO SLEEPY ON A DAY LIKE THIS?

I DON'T KNOW! JUST TALENTED, I GUESS!

BUT YOU GOTTA BE PEPPY SO YOU CAN PLAY GAMES WITH ME! OKAY?

SURE THING! Z-Z-Z-Z-

FINE! WE PLAY HIDE-AND-GO SEEK! I CLOSE MY EYES AND YOU GO HIDE!

SMACK! SMACK!

1-2-3-4-5-6-7-8-9-10! HERE I COME...

Z-Z-Z-Z-

Z-Z-Z-Z-

READY OR...NOT?

ZIP

WAKE UP! WAKE UP!

HUH? OH, YOU FOUND ME, EH?

OF COURSE I FOUND YOU! YOU DIDN'T EVEN GO HIDE!

OH! Z-Z-Z-Z-

HUMM! JUST BECAUSE YOU MY VERY BEST PAL, YOU KNOW WHAT I GONNA DO?

Z-Z-Z-Z- WHAT? Z-Z-

I GONNA WAKE YOU UP SO YOU CAN PLAY GAMES WITH ME!

SMUFFTTMMT! Z-Z-Z-Z-

WE TAKEY BRISK RUN THROUGH THE WOODS! THAT SHOULD WAKE YOU UP!

Z-Z-Z-Z-Z-Z-

YOU WAKING UP ALREADY, EH, DALE?

DALE!

Z-Z-Z-Z-Z-

OH, NO!

IT GONNA TAKE MORE THAN A RUN THROUGH THE WOODS TO WAKE THIS SILLY UP! WHAT HE NEEDS IS A NICE COOL DIP INNA RIVER!

Z-Z-Z-Z-Z-

THIS FOR YOUR OWN GOOD, PAL!

AWK! NOW HE SLEEPING UNDER WATER!

Z-Z-Z-Z-Z-Z-Z-Z-Z-

I'VE GOTTA SAVE MY LITTLE CRAZY PAL! (BLUB!)

DALE! WAKE UP! IT'S ME-CHIP!

HUH? (SNORT!) (SNIFF!) OH! HULLO! Z-Z-Z-Z-

OH-OH! THE RIVER IS TAKING US DOWNSTREAM!

RIVER? OMIGOSH! IF WE INNA RIVER, WE IN TROUBLE!

OOPS! WE GOING FASTER! LOOK OUT FOR THE ROCKS!

BONK!

OOF!

EEK! WE GOING OVER THE FALLS!

QUICK! GRAB THIS LIMB!

YIPE!

WE TOO FAT FOR LIMB! (GULP!) IT BROKE!

SNAP!

AHHAAAA!

WE GONNA BE GONNERS FOR SURE THIS TIME!

BLUB!

GLUB!

SPLASH!

BOY! WE LUCKY! THIS LIMB BRINGING US RIGHT TO SHORE! WE SAFE!

YEH, YEH!

(WHEW!) THAT WORE ME OUT! I THINK I GONNA LIE DOWN AND TAKEY NAP!

GOOD IDEE!

AHHHHHHHHHH! Z-Z-Z-Z-Z-Z-Z-

HEY, CHIP! WAKE UP!

HUH? WHAT A MATTER?

YOU CAN'T GO TO SLEEPY NOW!

?

WHY NOT?

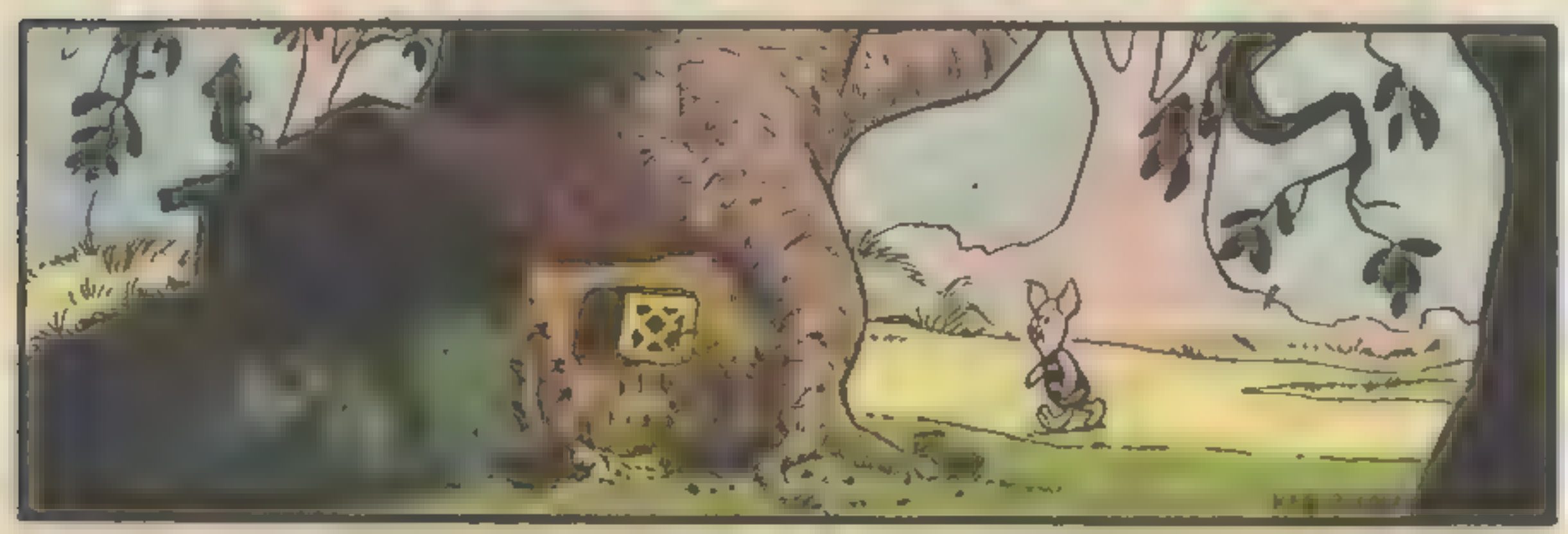
BECAUSE I'M WIDE AWAKE AND CAN'T SLEEP! COME ON! LET'S PLAY GAMES!

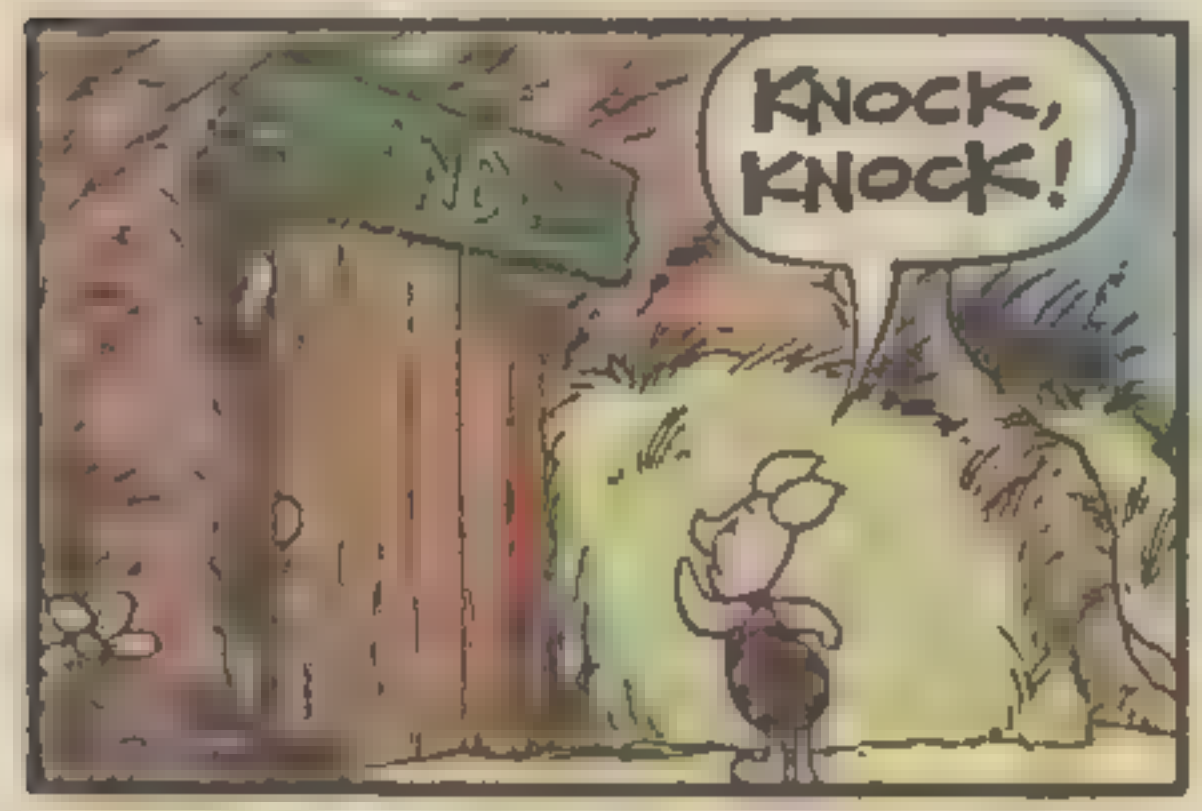
BOING!

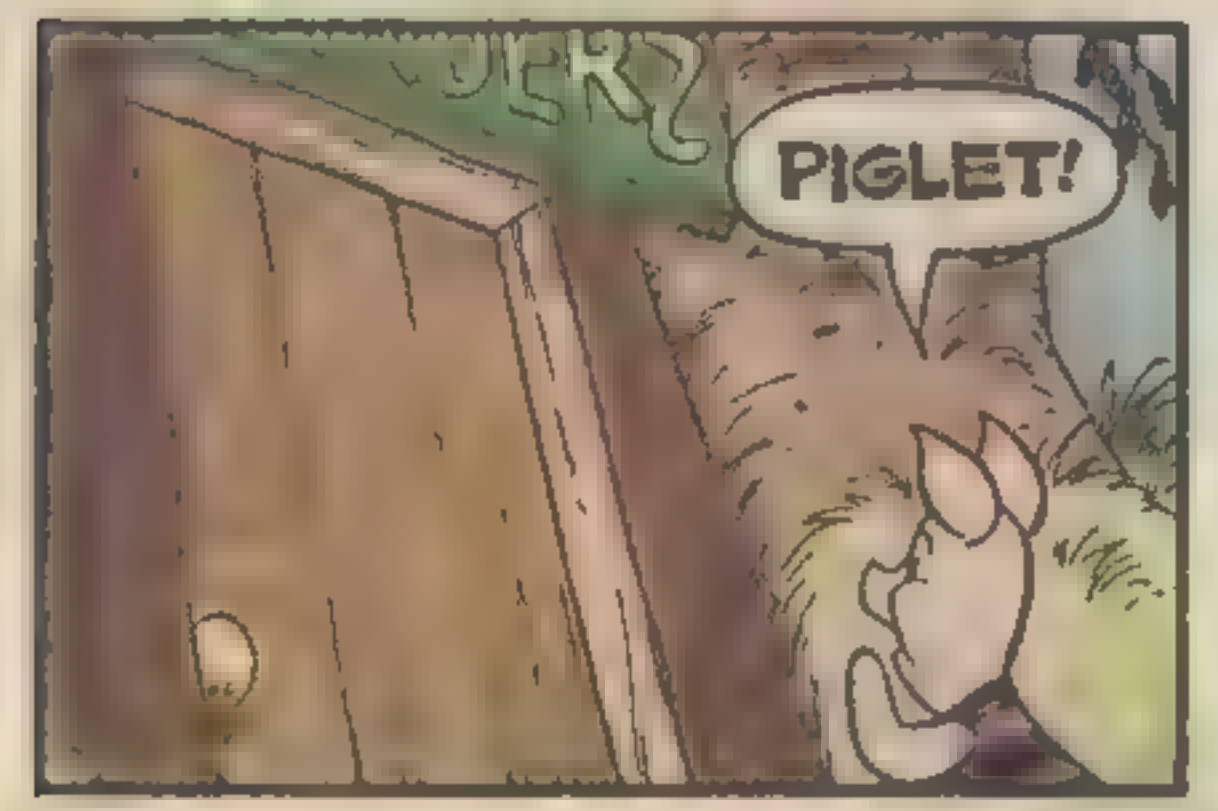
YOU WON'T HAVE TO WORRY ABOUT GOING TO SLEEP IF I EVER CATCH YOU! I'LL *ROCK* YOU TO SLEEP!

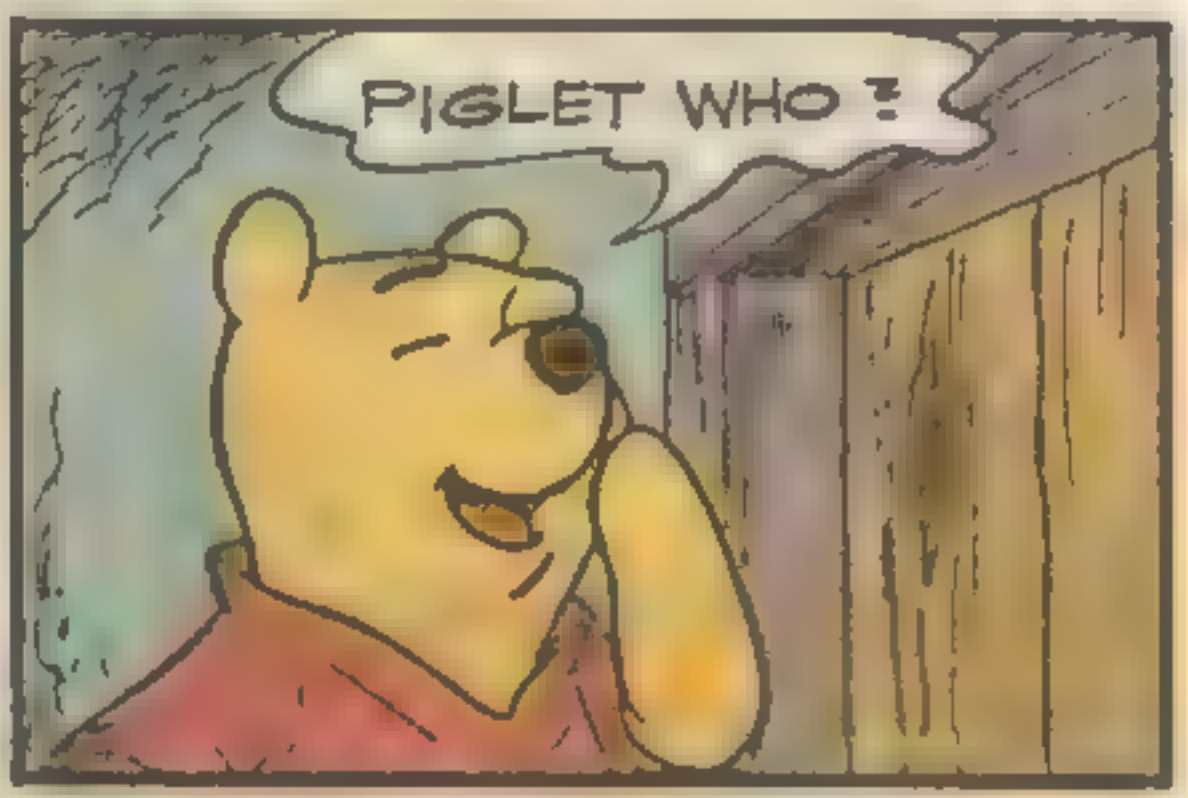
OOOOOO! WHAT A GROUCH!

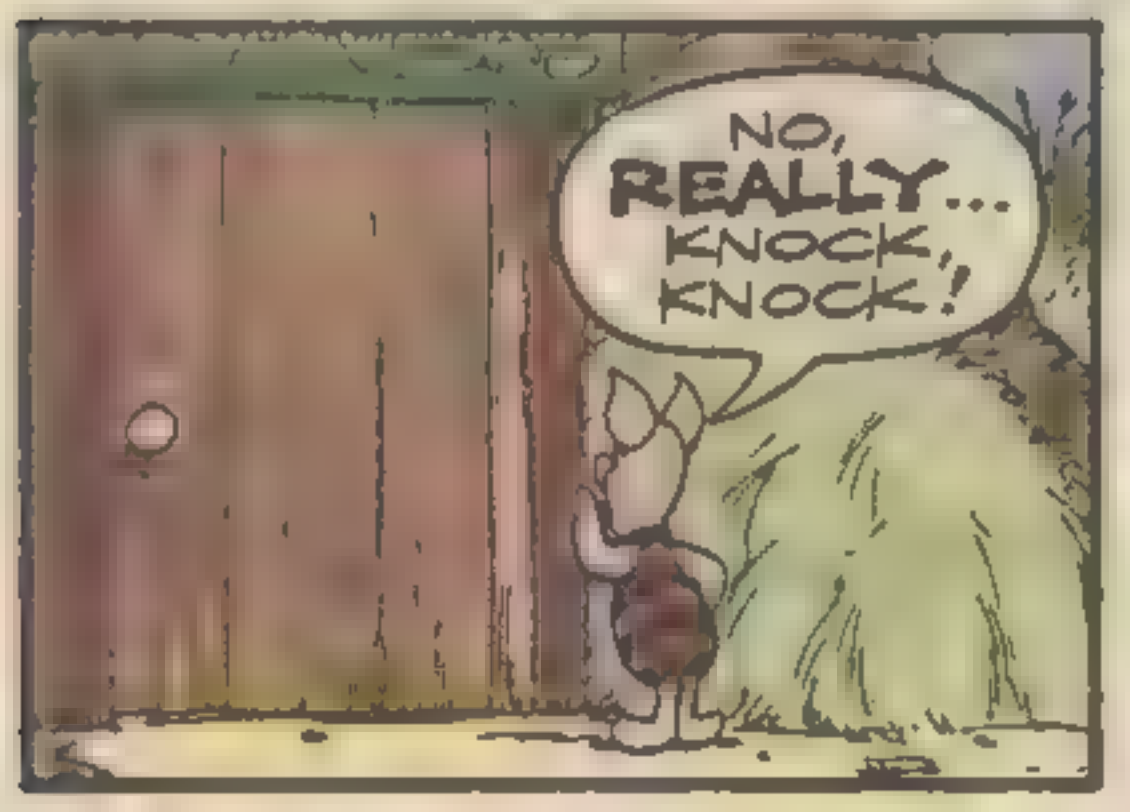
Walt Disney's Winnie the Pooh

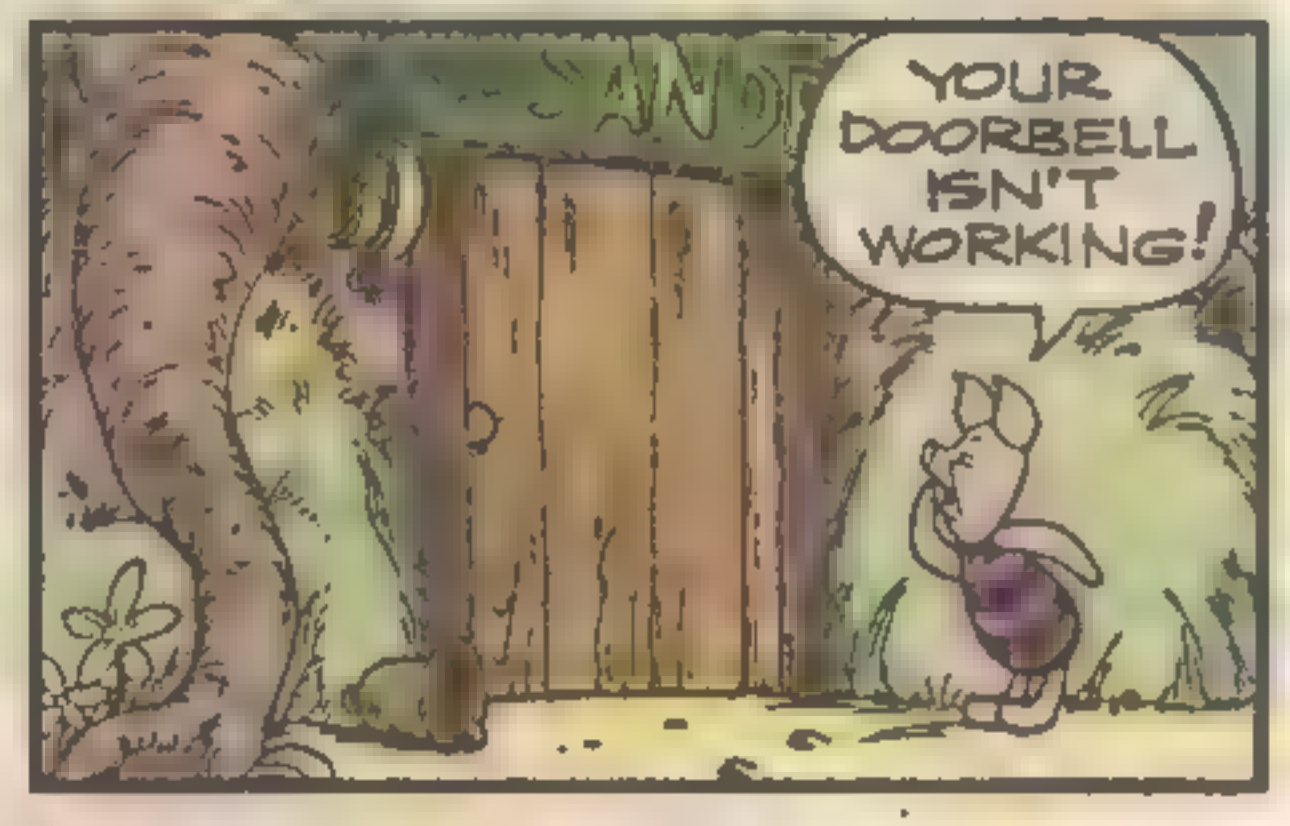






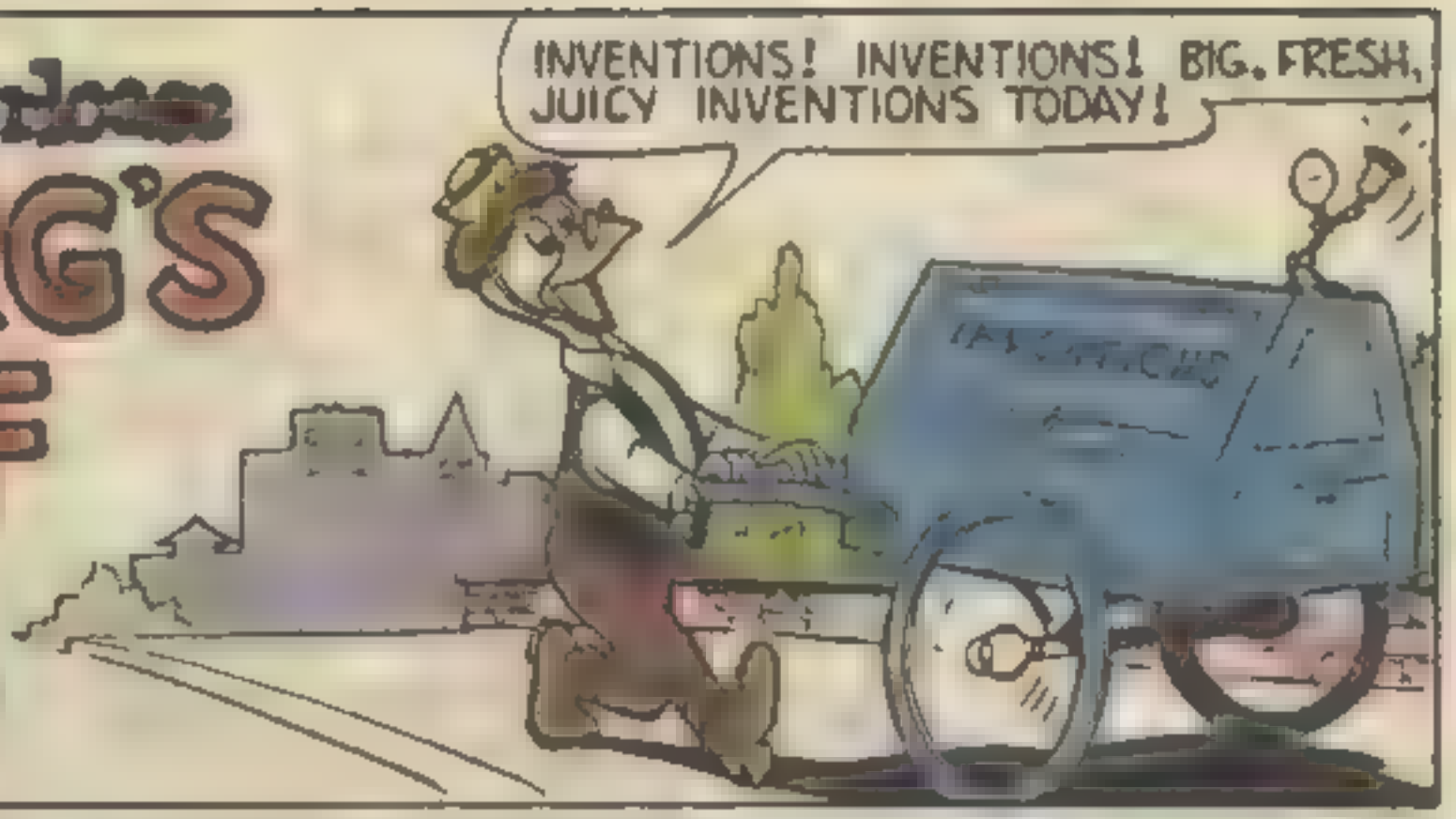






Walt Disney's Gyro Gearloose

DUCKBURG'S DAY OF PERIL



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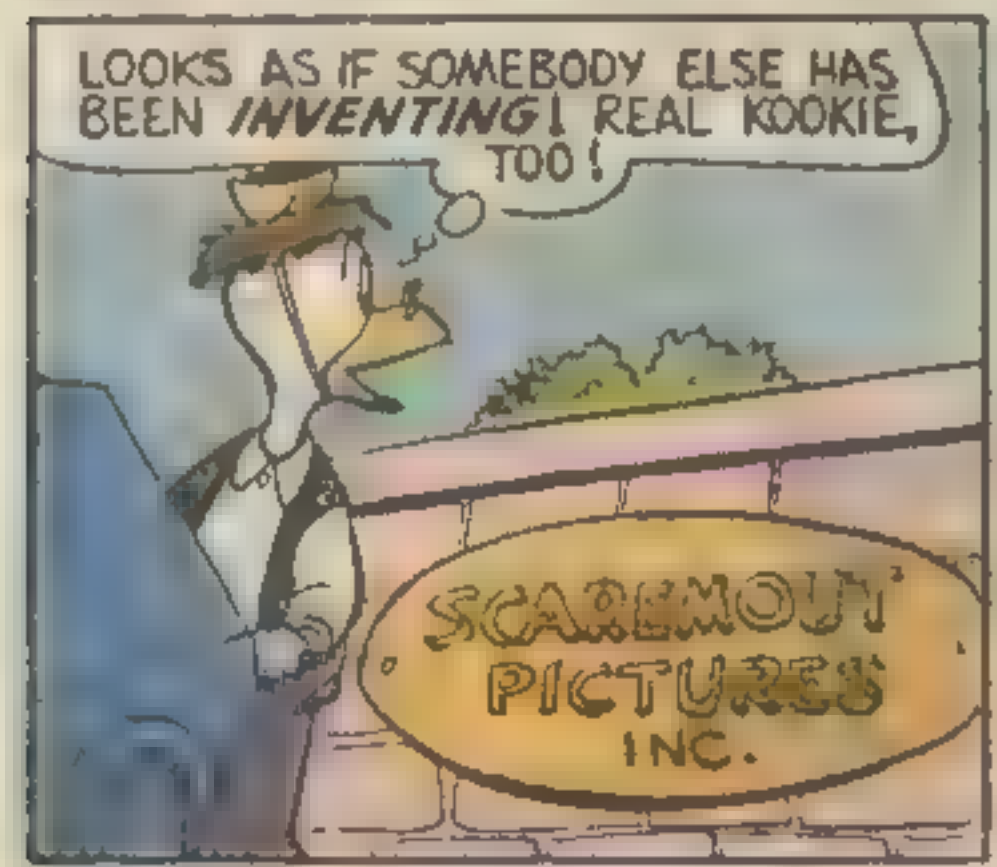
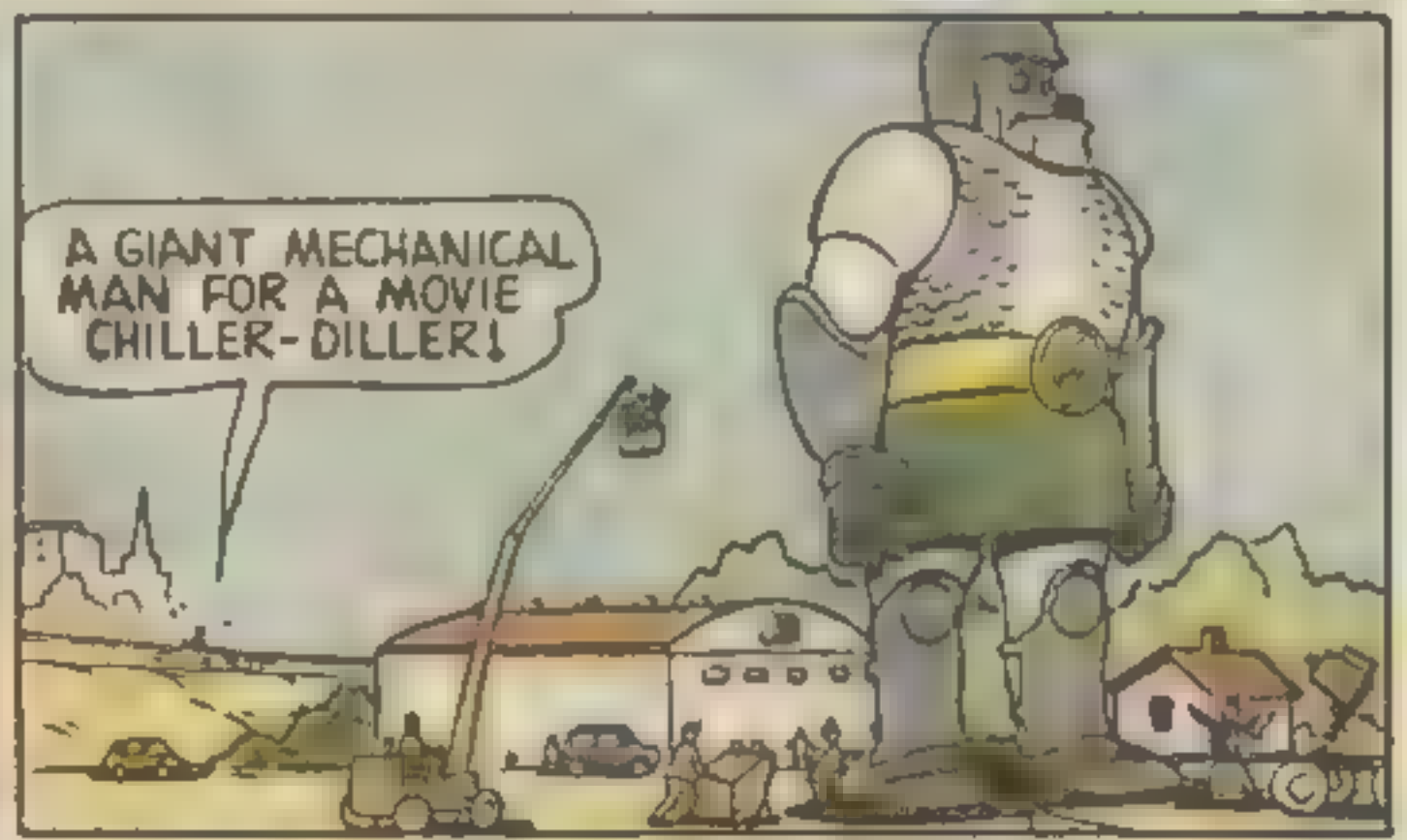
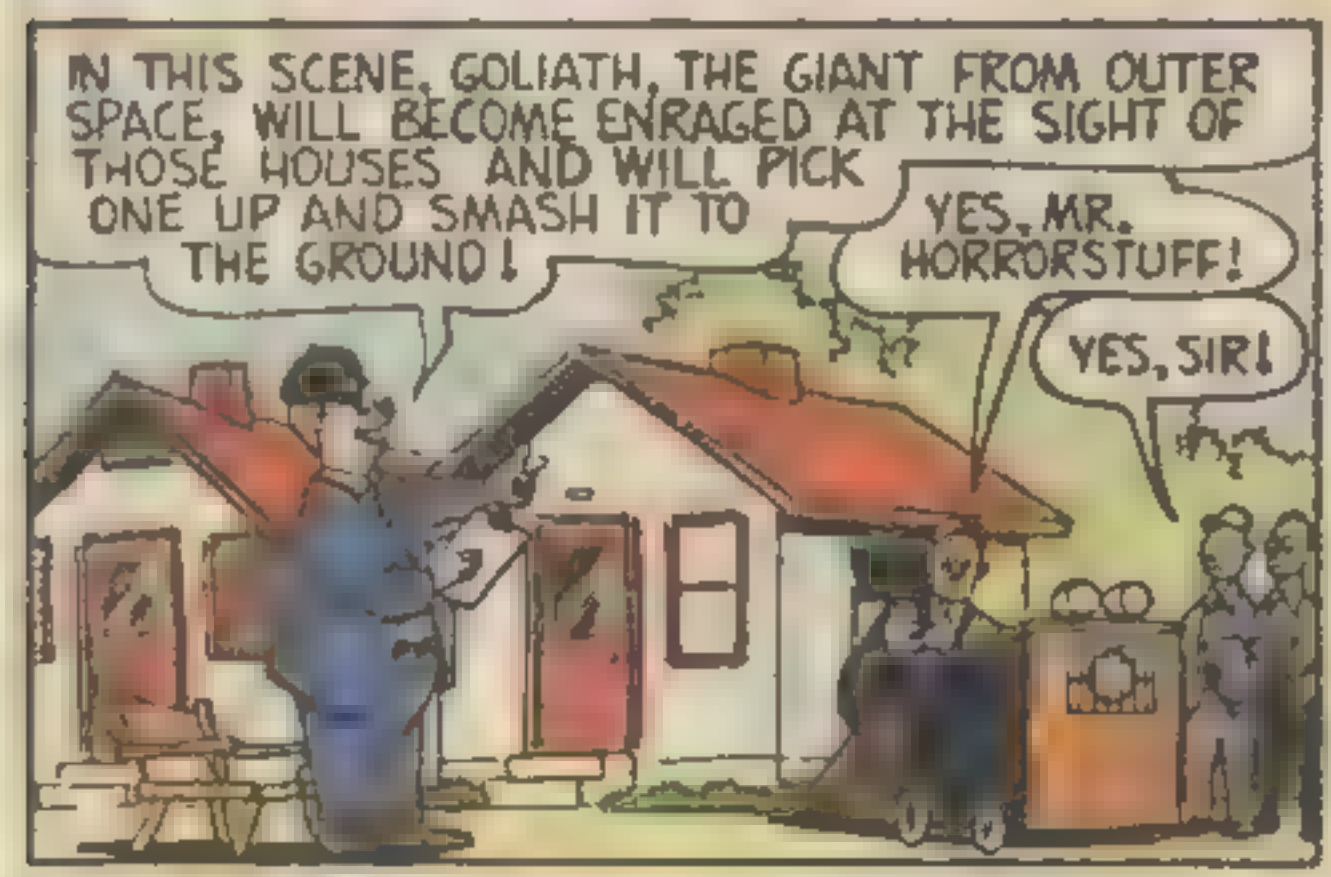
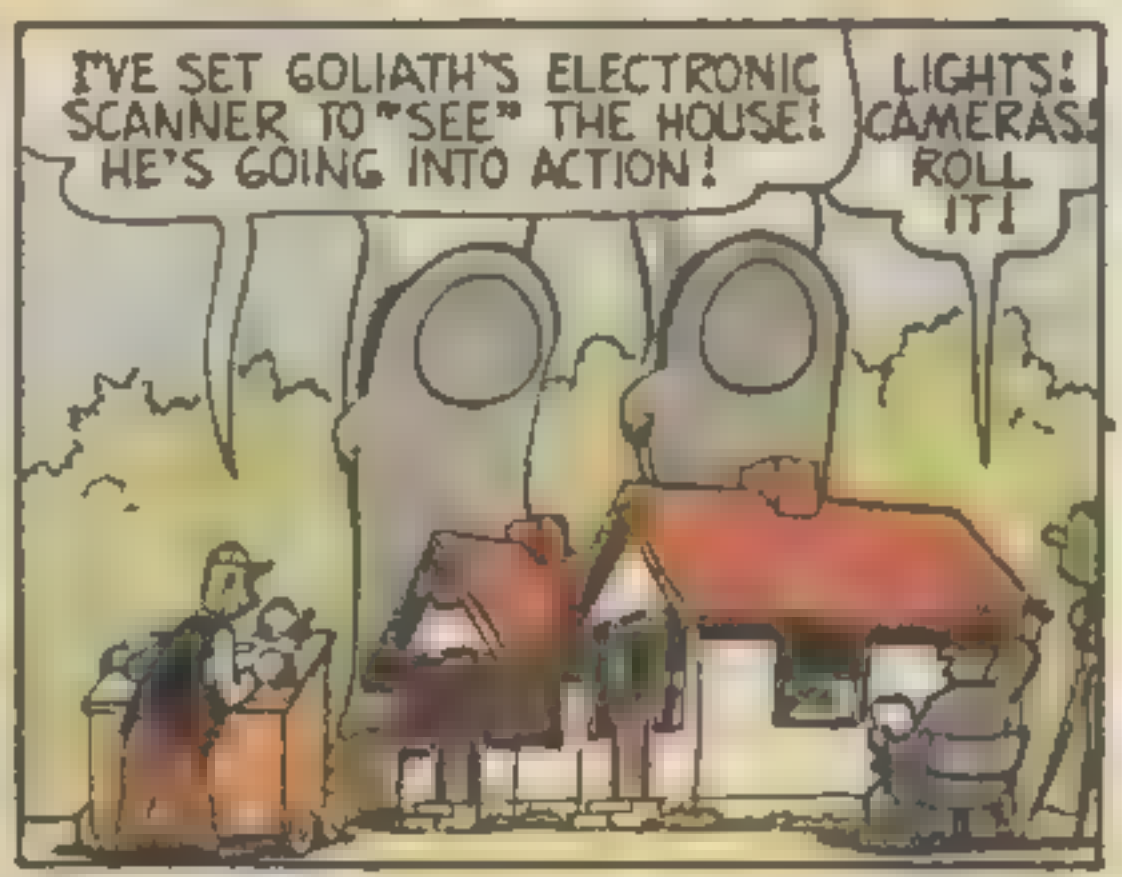
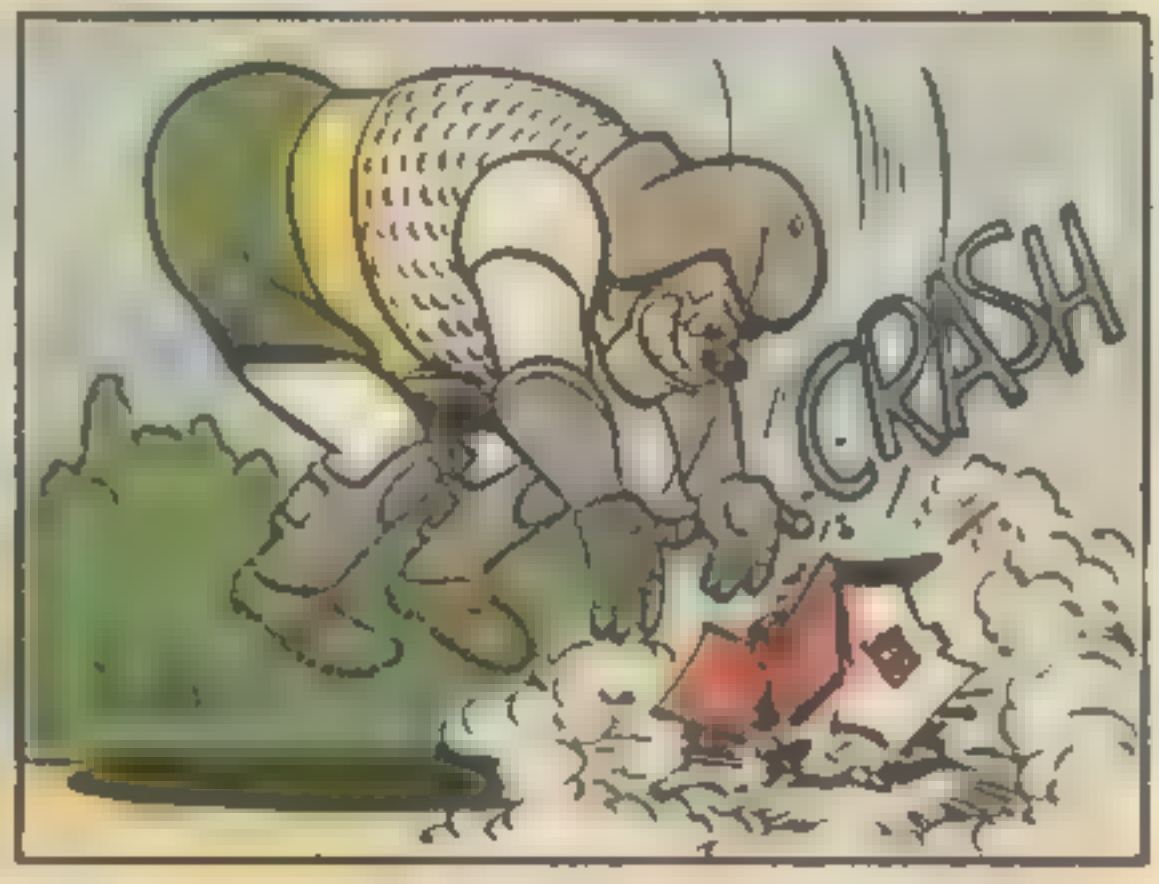





IN THIS SCENE, GOLIATH, THE GIANT FROM OUTER SPACE, WILL BECOME ENRAGED AT THE SIGHT OF THOSE HOUSES AND WILL PICK ONE UP AND SMASH IT TO THE GROUND!
YES, MR. HORRORSTUFF!
YES, SIR!





MAN! THAT GIANT IS *SOME* INVENTION! MAKES *ME* FEEL SMALL AND INEFFICIENT!

SMALL, DINKY, LITTLE, PIP-SQUEAK INVENTIONS! WHO WANTS A SMALL, DINKY, TINY—

CRASH

(GULP!) THERE GOES ANOTHER HOUSE!

GOLIATH REALLY BANGED THAT ONE DOWN! LOOK OUT FOR FLYING DEBRIS!

CRASH!

OH, OH! THE CONTROL CONSOLE IS SMASHED!

MY CONTACT WITH GOLIATH IS BROKEN! I CAN'T TURN OFF HIS ACTION RELAY!

THIS COULD BE *AWFUL*! GOLIATH'S HEADED TOWARD DUCKBURG WITH *HOUSE-SMASHING* PROGRAMMED IN HIS IRON BRAIN!

GET A CANNON! SHOOT HIM! STOP THAT GIANT!

IT'S UNLAWFUL TO SHOOT CANNONS IN THE CITY LIMITS! HE'LL *DESTROY* DUCKBURG BEFORE WE CAN GET THE LAW REPEALED!

HEY! THERE'S A GUY WHO'S AN *INVENTOR*! MAYBE HE CAN INVENT A GIANT-STOPPER REAL QUICK!

HEY, YOU INVENTOR! WE'VE GOT A *JOB*!

!

So-

OH, ME! I DON'T KNOW THE FIRST THING ABOUT FIGHTING GIANTS!

HIS *EYES* ARE HIS SCANNING DISCS! IF YOU CAN BREAK THEIR BEAM—

I'LL WHIP UP A *RAY-OVERTER*— IF SUCH A THING *CAN BE* INVENTED!

HURRY! HURRY! HE'S PICKING UP ANOTHER HOUSE!

GYRO'S HELPER DECIDES TO DO HIS SMALL BIT TO STOP GOLIATH!

PONK

OH! OH! NOW HE'S HEADING FOR *THIS* HOUSE RIGHT BESIDE US!

I MUST RUN INSIDE AND SEE IF EVERYBODY'S *OUT*!

MR. HORRORSTUFF TRIPPED AND KNOCKED HIMSELF OUT! I MUST *SAVE* HIM!

ZIP

HEY, GOLIATH! NOT SO *FAST*!

RIP

OUR DIRECTOR'S IN THAT HOUSE!

AND INVENTOR GEARLOOSE! THEY'LL BE SMASHED TO THE GROUND!

UP THROUGH THE CRACKED WINDOWS OF THE FIRST GOE'S GYRO'S HELPER, LOOKING FOR A VITAL SPOT!

GOLIATH'S GOING TO GIVE US THE BIGGEST SMASH YET! THIS IS THE *END*!

SPAM

THE GIANT'S *STOPPED*!

HIS MACHINERY HAS GONE DEAD!

AND GYRO'S HELPER GETS A MEDAL FOR SAVING *DUCKBURG*!

ISN'T THAT *CUTE*? JUST LIKE DAVID AND GOLIATH!

THE END

WALT DISNEY'S

Mickey Mouse

in THE CRYSTAL BALL QUEST

SOMETIMES A SIMPLE ERRAND CAN GET VERY INVOLVED... ESPECIALLY WHEN IT INVOLVES A CRYSTAL BALL!

DO I LOOK THE PART OF A GYPSY FORTUNETELLER, MICKEY?

VERY CONVINCING, MINNIE! THE CUSTOMERS AT THE CHARITY BAZAAR WILL BELIEVE ANYTHING YOU TELL 'EM!

WDC&S 203

BY THE WAY, DID YOU GET A CRYSTAL BALL FOR ME ... LIKE I ASKED?

OH, GOSH! I FORGOT!

MICKEY MOUSE! CAN'T I DEPEND ON YOU TO REMEMBER ANYTHING?

I-I-I-I-I'M SORRY! HONEST I AM! IT SLIPPED MY MIND!

YOU KNOW HOW IMPORTANT THIS CHARITY BAZAAR IS! HOW CAN I TELL FORTUNES WITHOUT A CRYSTAL BALL?

I'LL DASH RIGHT DOWN AND GET ONE!

SHORTLY...

ACME COSTUME CO.

YOO HOO, MICK! WANT A LIFT?

OH, HI, GOOFY!

SCREECH!

THE CARL BARKS LIBRARY

G 312

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DON'T MIND IF I DO! MINNIE BORROWED MY CAR TO GO OVER TO THE BAZAAR...

OOPS!

WATCH THUH DOOR! I JUST FINISHED WORKIN' ON MUH CAR!

I WILL! HOW DOES SHE RUN NOW?

OH, PURTY GOOD, I...

UGH!

UGH!

JERK!

MY GOSH! THERE GOES THE CRYSTAL BALL!

I-I'M SORRY MICK! I FORGOT I PUT THUH TRANSMISSION IN BACKWARDS!

IT'S ALL RIGHT ONCE I REMEMBER TUH SHIFT INTO REVERSE WHEN I WANT TUH GO FORWARDS!

NEVER MIND! I'VE GOT TO GET THAT BALL!

IT'S THE ONLY ONE IN TOWN! MINNIE NEEDS IT FOR HER FORTUNETELLING CONCESSION AT THE CHARITY BAZAAR TONIGHT!

I'LL HELP YUH CATCH IT!

YIPE!

HEY!

SCREECH!

WHY IN BLAZES DON'T YOU LOOK BEFORE YOU CROSS THE STREET?

I-I'M SORRY, OFFICER! I WAS CHASING A CRYSTAL BALL!

THAT'S RIGHT! IT FELL OUTA THUH CAR!

WELL, I DON'T NEED A CRYSTAL BALL TO TELL ME YOU WON'T HAVE MUCH FUTURE IF YOU CROSS STREETS LIKE THAT! WATCH IT!

YESSIR!

OKAY, COME ON! IT MUST HAVE KEPT ON ROLLING DOWN THIS STREET!

CLOSED

CLOSED

THERE IT IS! ... OH, NO!

GAWRSH!

McADAM PAVING CO.

I CAN'T LOOK!

WELL, I'D BETTER CALL MINNIE AND TELL HER SHE'LL HAVE TO LEARN HOW TO TELL FORTUNES IN TEA LEAVES!

UH... GYPSIES WEAR RINGS IN THEIR EARS, AN' DRIVE PAINTED-UP WAGONS, DON'T THEY?

YEAH, GUESS THEY DO!

UH... GYPS ES HAVE CRYSTAL BALLS, TOO, DON'T THEY?

YEAH, THE FORTUNE-TELLING KIND!

WELL, WHY DON'T YUH ASK THAT GYPSY FELLER IF HE'S THE FORTUNE-TELLIN' KIND?

I'LL BE DARNED! IT *IS* A GYPSY! COME ON!

OOPS! THUH LIGHT CHANGED! WAIT!

OH, MISTER GYPSY! WAIT! I WANT TO TALK TO YOU ABOUT A CRYSTAL BALL!

BY THE DAGGER OF MY ANCESTORS! SOMEONE IS AFTER THAT BALL AGAIN!

I WISH PEOPLE WOULD CEASE BOTHERING ME ABOUT THAT BALL! I WILL PRETEND I DIDN'T HEAR THEM!

CHK! CHK! MAKE HASTE, HORSE!

GUESS HE DIDN'T HEAR US!

WHY DON'T WE FOLLOW HIM IN MUH CAR? WE CAN CATCH UP TUH HIM EASY!

MOMENTS LATER...

ARE YOU SURE YOU WON'T GET MIXED UP ON THAT GEARSHIFT AGAIN?

OH, NO! I'VE GOT 'ER IN LOW, AND IN LOW SHE STAYS!

NOW WHAT!

GUESS SHE'S GONNA STAY IN LOW. ALL RIGHT! I CAN'T SHIFT INTO SECOND!

GRR! GRR! GRR!

OH, FOR GOSH SAKE!... WELL, WE'RE GOING IN THE RIGHT DIRECTION. ANYWAY! THERE'S THE GYPSY WAGON UP AHEAD!

BUT WE'RE NOT GAINING ON HIM! GUESS WE'LL JUST FOLLOW HIM TILL HE STOPS! HE SHOULDN'T BE GOING TOO FAR!

OKEY DOKEY!

AT THAT MOMENT, NOT TOO FAR AWAY...

I HOPE THAT CRYSTAL BALL IS WORTH BUSTIN' OUT OF JAIL FOR, SKAR!

YOU WILL NOT REGRET IT! WITH THAT BALL, WE CAN BECOME VERY WEALTHY!

HOW MUCH FARTHER DO WE HAVE TO GO?

ONLY A FEW MILES NOW! THE OLD KING LIVES ALONE IN A DESERTED GYPSY CAMP!

WAIT! UP AHEAD! IT LOOKS LIKE A GYPSY WAGON! HE MIGHT BE RETURNING FROM TOWN!

I'LL STOP AND HAVE A LOOK THROUGH THE GLASSES!

HMM! THERE'S SOMETHIN' FAMILIAR ABOUT THOSE GUYS IN THAT CAR JUST BEHIND THE WAGON!

BLITHERING BARNACLES! DO YOU KNOW WHO'S IN THAT CAR? A CERTAIN NOSEY MOUSE AND HIS SKINNY PAL! I'VE RUN INTO THEM BEFORE!

THE WAGON TURNED OFF ON A DIRT ROAD, AND SO DID THE MOUSE AND HIS PAL! DON'T TELL ME THEY'RE GETTING IN THE ACT, TOO!

WELL, THEY WON'T BE IN IT FOR LONG! WE'LL FOLLOW 'EM AND SEE WHAT THEY'RE UP TO!

GOSH! WE'RE LOSING HIM! CAN'T YOU GO ANY FASTER?

THIS CAR NEVER WAS VERY GOOD ON HILLS!

MINUTES LATER...

HEY! LOOKS LIKE A GYPSY CAMP UP AHEAD!

GEE, IT SEEMS DESERTED! I DON'T SEE A SOUL!

KIND OF LIKE A GH-GHOST TOWN!

GUESS ALL THE GYPSIES MOVED AWAY A LONG TIME AGO!

(GULP!) NOT ALL OF 'EM!

STOP AND PUT YOUR HANDS IN THE AIR!

OH,OH! THERE'S THE OLD GYPSY WE WERE FOLLOWING!

WHY WERE YOU FOLLOWING ME? DON'T TRY TO LIE, FOR I SUSPECT THE REASON!

WHY... UH... WE WANTED TO ASK YOU ABOUT A CRYSTAL BALL, THAT'S ALL!

AH HAH! I THOUGHT SO! LET ME TELL YOU SOMETHING! I AM TIRED OF PEOPLE TRYING TO GET THEIR HANDS ON THAT BALL!

ALL RIGHT! ALL RIGHT! YOU DON'T HAVE TO GET HUFFY ABOUT IT!

GET BACK IN YOUR CAR AND GET OUT OF HERE!

WELL, OKAY! IF THAT'S THE WAY YOU FEEL ABOUT IT!

I'M WARNING YOU! DON'T TRY TO COME AROUND HERE AGAIN! NEXT TIME, IT WON'T FARE SO WELL WITH YOU!

UH... I'LL HAVE TUH DRIVE UP FURTHER TUH WHERE THERE'S MORE ROOM TUH TURN AROUND!

NEVER MIND! YOU CAN BACK OUT!

OKAY!...OOPS!

GRRR!

VOOM!

BLAM!

HEY!

OOF!

CONK!

SCREE!

YOU DID IT AGAIN!

G-GAWRSH! I'M AWFUL SORRY! I-I MEANT TUH GO BACKWARDS! YUH SEE, MUH GEARS ARE...

GUG!

SAVE YOUR APOLOGIES! HE'S OUT COLD! LET'S TAKE HIM INTO HIS WAGON!

THAT SOUNDED LIKE A SHOT!

IT SURE DID! COME ON! WE BETTER LEAVE THE CAR HERE AND WALK THE REST OF THE WAY!

MAKE HIM COMFORTABLE AND I'LL FIND SOME WATER!

OHH!

OKAY! THIS PILLOW'S KIND OF LUMPY! I BETTER...

YEOW!

?

THUD!

WH-WHY, IT'S A CRYSTAL BALL!

HE MUST'VE HAD IT HID IN HIS PILLOW!

BOY! WHAT A BEAUTY! IT GLOWS ALMOST LIKE A HUGE DIAMOND!

IT SURE IS BRIGHT!

HEY, LISTEN! THUH OL' GYPSY'S COMIN' TO!

AHBLA KRISH NYAH GLUB GAHBOON!

IT MUST BE GYPSY LANGUAGE! I CAN'T UNDERSTAND IT!

G-GOLLY! I THINK I SEE TWO FIGURES! MAYBE IT'S ONLY OUR REFLECTIONS, THOUGH!

NO, ITS... IT'S... FOR PETE'S SAKE! IT LOOKS LIKE TERRIBLE TINY... THE CROOK!

T-TERRIBLE T-TINY?

IT IS! HE'S WITH A GUY WHO LOOKS LIKE A GYPSY! THEY'RE WALKING THROUGH THE WOODS! TINY HAS A GUN!

GAWRSH! MAYBE THIS THING IS A TELEVISION CRYSTAL BALL!

NOW THEY'VE STOPPED BY A CAR! IT... IT LOOKS LIKE YOUR CAR, GOOFY! IT *IS* YOUR CAR!

G-GAWRSH! THAT MEANS THEY'RE RIGHT OUTSIDE!

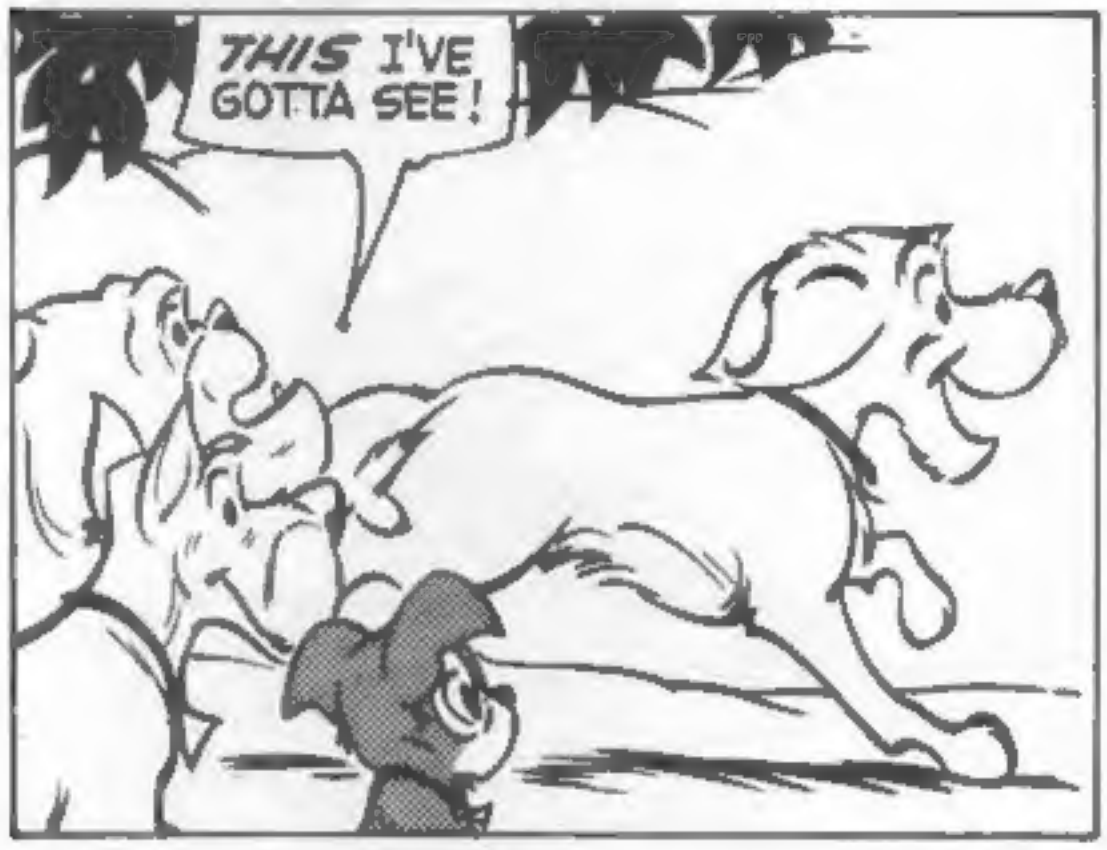
TO BE CONTINUED

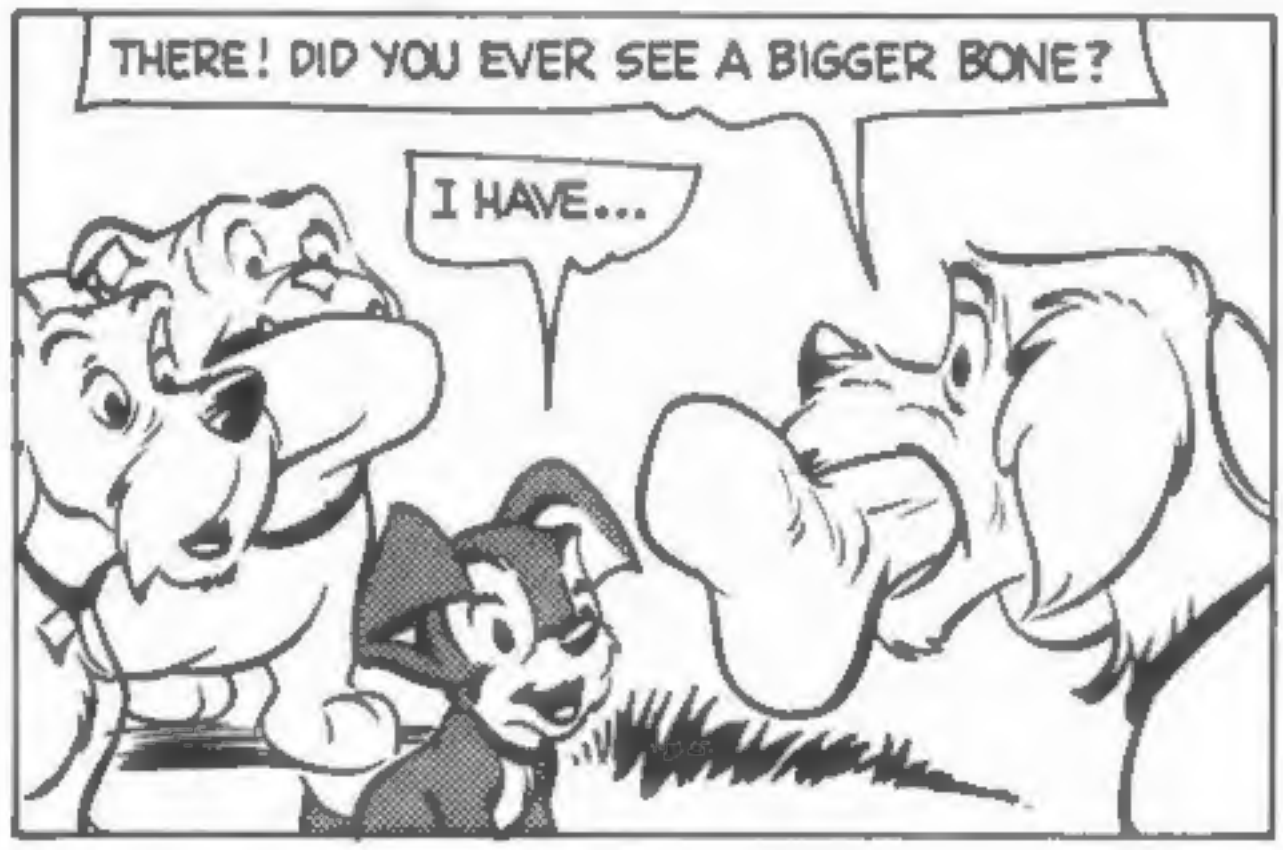
Walt Disney's

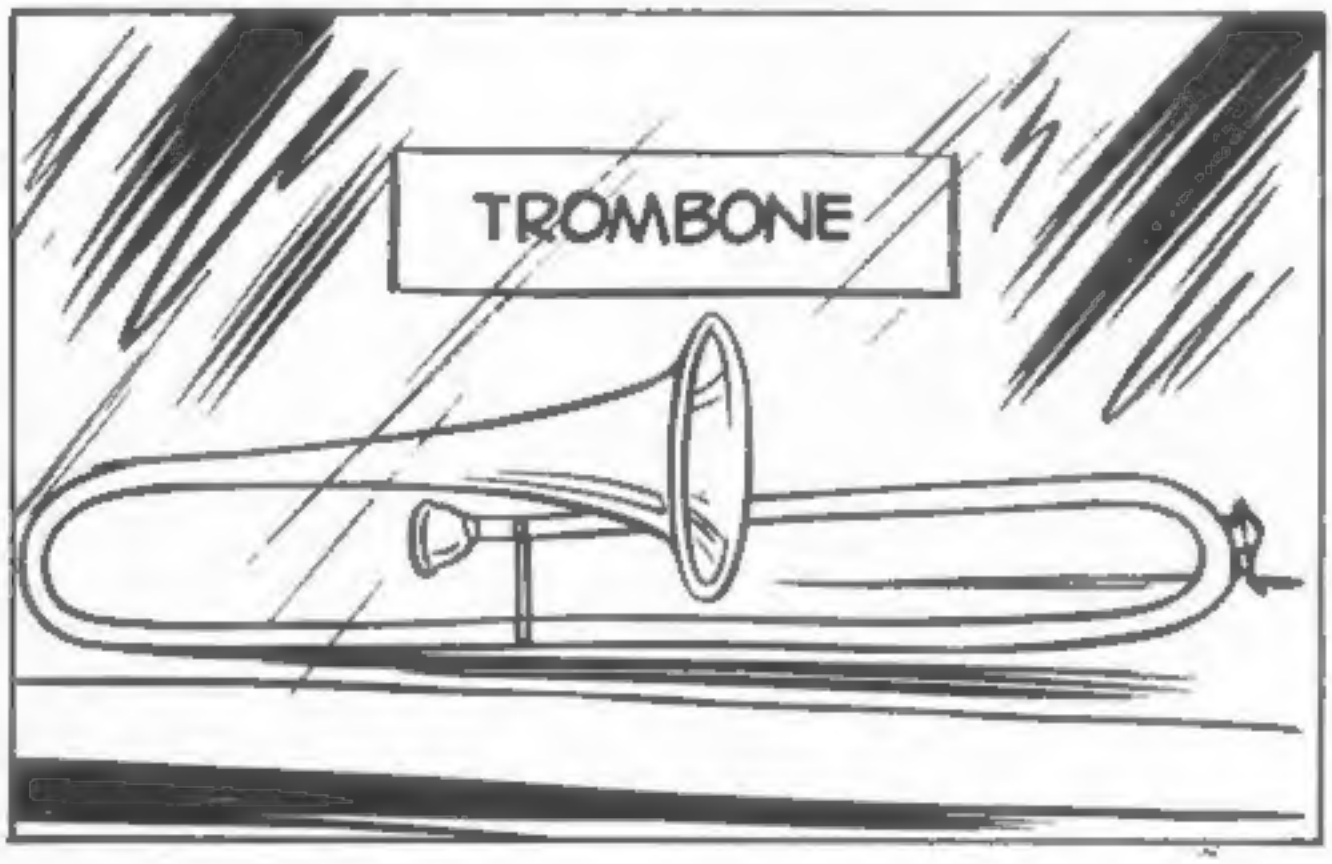
SCAMP

THE NOISY BONE

S 16







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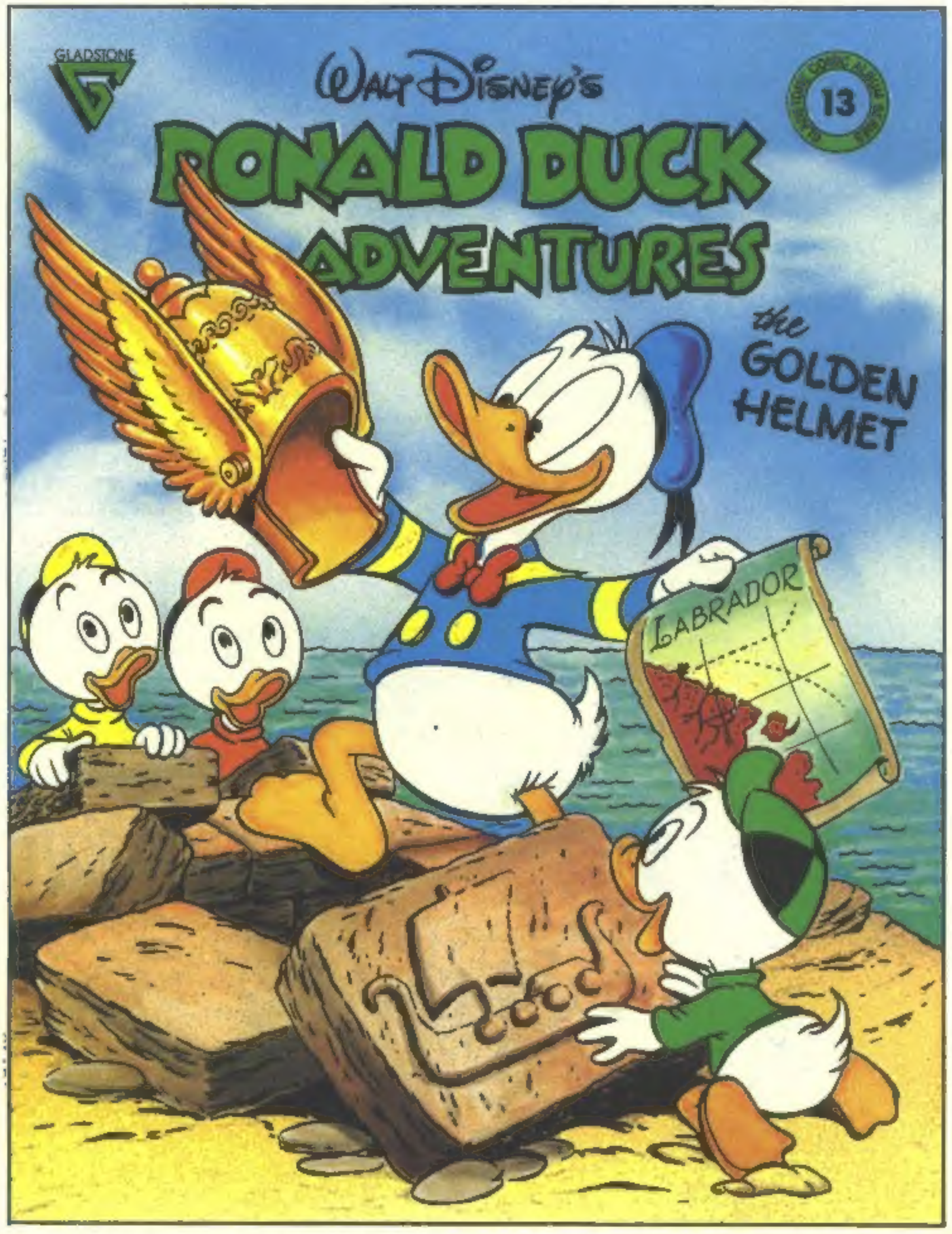
DONALD DUCK



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